

ABSTRACT

A gaming machine has a display and a game controller arranged to control images displayed on the display. The game controller is arranged to play a game wherein one or more random events are caused to be displayed on the display and, if a predefined winning event results, the machine awards a prize. The gaming machine includes a feature of a changing representation of the awarding of the prize and a player-operable control device which, upon manipulation by a player, controls an outcome of the representation to determine an amount awarded to the player.